

Sportsmaster
WORLD CLASS PLAYERS

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Codemasters

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EmuMovies



SHANE WARNE CRICKET™

INSTRUCTION MANUAL

Sportsmaster
WORLD CLASS PLAYERS

Licensed by Sega Enterprises Ltd.
for play on the SEGA MEGA DRIVE™ SYSTEM

EPILEPSY WARNING

WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior or history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING THIS CARTRIDGE

For Proper Usage

- ① Do not immerse in water!
- ② Do not bend!
- ③ Do not subject to violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc.!

- * When wet, dry completely before using.
- * When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- * After use, put it in its case.
- * Be sure to take an occasional recess during extended play.

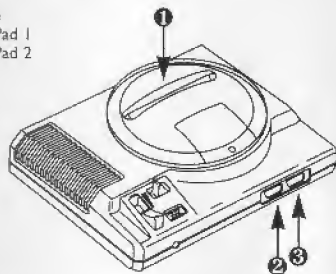
WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

STARTING UP

1. Set up your System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the cartridge into the console.
3. Turn the power switch ON. In a few moments, the title screen appears.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Cartridge.

- (1) Cartridge
- (2) Control Pad 1
- (3) Control Pad 2



SEGA HOTLINE
1902 - 555 - 444

Calls charged at 95c per minute; if under 18 get parents' OK to call.

SHANE ★ WARNE CRICKET™

A handwritten signature of Shane Warne in black ink, written in a cursive style.

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Main Menu

When you first switch the game on you are presented with the Main Menu. From here you can select every aspect of the game:

- Start**
 - International Match
 - State Match
 - Classic Match
 - Restore Match
- Quickstart**
 - Starts a Match with the minimum of fuss
- Competitions**
 - Test Series
 - World Cup
 - Codemasters Shield
 - World Series
- Options**
 - Match Settings
 - Practise
 - Edit Teams
 - Performance

Match Settings

Allows the player to customize their game in the following ways:

Period: The maximum number of days the match can be played for. Please note this is not realtime.

Innings: How many times each team will bat.

Overs: The maximum number of overs allowed per innings. Test matches and other games played for more than one day are usually set to unlimited overs.

LBW Rule: This disables or enables the Leg Before Wicket rule.

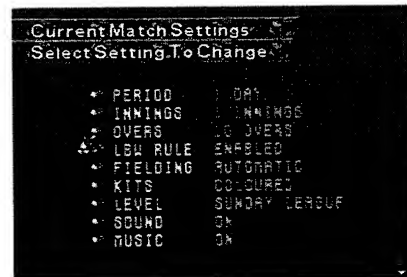
Fielding: Sets the fielding for both teams to be controlled either manually or by the computer. It is advisable that you should choose automatic fielding for your first few games.

Kits: This allows you to select either coloured kits or normal whites.

Level: There are 3 degrees of difficulty, Sunday League, National and World Class. Sunday League is for beginners whilst World Class is for the real experts. National is for your average player.

Sound: Turns the sound effects on or off.

Music: Toggles the music on or off.



Restore Game

If during a normal game, i.e. not a Cup match, you select to save the match, when you go to the **start** menu there will be the option to **Restore Match**. Selecting this will continue the match. You are able to re-start your game in a different configuration from when it was saved e.g. if it was originally a 1 player game you can restart it as a 2, 3 or 4 player game.

Submenu

On a number of screens you will notice a white arrow displayed in the bottom right hand corner. At this point pressing the "C" button on the joypad will bring up a menu window. Choose the option you require by moving the hand, using the joypad, over the corresponding spot and pressing the "A" button. If the item is shaded then it's unavailable for selection e.g. if your team is batting you can't select **Change Bowler**.

CHOOSING YOUR GAME

After choosing to play a match you will be presented with a screen displaying the current match settings and a number of player options.

1 Player One person plays against the computer.

2 Player Comp Two player competitive game with one person against the other.

2 Player Co-op Two player co-operative game. Both people are on the same team against the computer each one selecting their own bowlers and batters.

3 Player Two players take on one person.

4 Player Two people per team.

Spectate Computer against computer.

Settings Changes match settings.

If you have chosen to play a Test Series you will now have to select how many matches you wish to play.

SELECTING THE TEAMS



International Match

When you select to play an international match you are able to select which country you wish to play in. Press the joypad **left** and **right** to scroll through the country flags, then press **"A"** to select.

Selecting the Teams

Depending on which type of game you select to play, you are shown a screen listing the teams you can select from.

International

There are 13 teams in all to choose from, one representing each of the 12 countries that played in the World Cup '96, and a 13th comprising some of the best cricketers of all time.

State Teams

There are 6 teams to choose from, each representing the 6 States that play State cricket.

Move the grey bar over the team name and press the **"A"** button to select it. To decide which 11 players are going to play, you can either allow the computer to pick them for you, select **AUTO TEAM**, or choose them for yourself, select **PICK TEAM**. You'll probably

want to select them yourself so move the pointer to **PICK TEAM** and press the **"A"** button. The full squad will be displayed so that you can select the 11 players you'd like in your team. A 'dagger' symbol next to a player's name indicates an established wicket keeper. It's a good idea to have one in your team! There are up to 20 players in each squad, more than can be shown on the screen at one time. To see the others simply press **Up** or **Down** on the joypad when the grey bar is at the top or bottom of the screen. As you move the bar over a player's name you'll see his batting and fielding statistics to the right of the screen. The better batsmen have a higher average, the better bowlers have a lower average.

Select a player by pressing the "A" button. Press it again to de-select them. If you wish, you can press the "C" button to bring up the selection menu and still let the computer choose the best 11 players for you. The second team is selected in exactly the same way.

CLASSIC MATCHES



This option allows you to play in a pre-defined match, which has been chosen as it is a classic game.

You are presented with a brief description of each scenario and pressing the "A" button will select the game shown. Press **Left** and **Right** on the joypad to go through the different scenarios. To quit, press the "C" button to get the pop-up menu and then select **Quit Game**, or **cancel** to continue.

You will then be asked to select how many players you wish to take part. Then you are transported back into history to a crucial time in the match and thrown in at the deep end as you take control. You then have control as in a normal game.

Classic Matches Descriptions

England vs Australia, Headingley, 1981

After Australia had reached 401 for 9, despite some superb bowling by Botham (6 for 95), England were bowled all out for 174. Made to follow on, the score was 105 for 5 when Botham took to the crease. After Taylor, the

wicketkeeper, was out, England were 135 for 7, and still needed 92 runs to avoid losing by an innings. It's no surprise then that odds of 500-1 against were being quoted for an England win.

What happened next....

Botham hit an unbeaten 149 as he boosted England to 356. This left Australia needing only 130 runs to win. After 5 and a half hours, and with the score at 48 for 1 they looked set for an easy victory. But thanks to an incredible bowling performance by Willis (8 for 43), the Aussies were all out for 111.

Sussex vs Warwickshire, NatWest Trophy Final, 1993

Sussex, batted first and hit 321 for 6 in their allotted 60 overs, the highest score ever recorded in the history of the competition. With only 1 over remaining Warwickshire were trailing by just 14 runs.

What happened next....

Warwickshire beat Sussex's record score with 15 runs in the last over!!

Australia vs West Indies, Brisbane, 1960

West Indies' score of 453 was overtaken by Australia, who made 505, to lead after the 1st innings. In their 2nd innings West Indies scored 284, leaving Australia a target of 233 to win the game. However, at 5 for 57 on the final day, the outlook was bleak for Australia. Can you snatch victory from the jaws of defeat?

What happened next....

With one over to go, Australia needed 6 runs to win, with 3 wickets left. With 2 balls remaining the scores were even, but Australia were down to their last batsman. Kline hit the ball to leg, both batters ran, but Solomon, with only one stump to aim at, hit the wicket side-on, and the match was declared a draw!

Australia vs West Indies, Adelaide, 1993

Australia, chasing 186 to win, were 74 for 7. No3 batsman Justin Langer, playing in his debut test, was still in. Can Australia recover to win the match and the series?

What happened next....

Tim May, who had played superbly the day before, taking 5 West Indian wickets for only 9 runs, hit an unbeaten 42, but even this wasn't enough. With 1 ball remaining, 2 runs were needed to win. Unfortunately, McDermott was caught at the wicket off Courtney Walsh, and West Indies won by a solitary run.

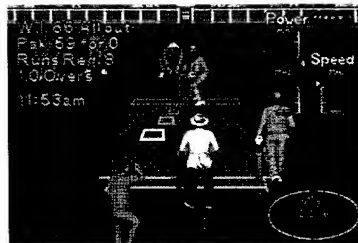
West Indies vs England, Antigua, 1994

West Indies looked like winning the series easily, but in the previous test England had won a famous victory. Now it was the West Indians turn to make a comeback after defeat. Brian Lara made sure of victory with an outstanding 375 not out, the highest test score

ever achieved. Can you repeat his record-breaking innings?

Warwickshire vs Durham, Edgbaston, 1994

After Durham declared their first innings at 558 for 8, it looked almost certain that the match would end in a draw, but what an incredible draw!! At the start of the final day, Brian Lara was 111 not out, by lunch he had reached 285, and at 5:31pm, with only 1 ball remaining, he hit a beautiful boundary to take his score to a huge 501 not out, the highest first class score EVER!!



QUICK START

This option lets you start a 1 player International or State Match with the minimum of fuss. After selecting this option, you are shown the weather and pitch conditions. You will then be asked to pick your team. The players are automatically picked for you. Then you pick your opponent, and you begin. The game is played as any normal match is played.

COMPETITIONS

Test Series

This option allows you to take part in a Test Series. A Test Series is an international match played over 5 days, 2 innings with unlimited overs. The actual number of matches played in the series is determined by you. You can pick to play between 2 and 6 matches. The game will play just like a normal international match.

There are 3 more competitions to select, the World Cup, the Codemasters Cup and the World Series. When you start any of the above competitions, the settings are automatically saved to NVRAM, so that you may continue the same competition at a later date. **Note:** Only the information for the teams, results and player controls are stored automatically.

If you wish to continue from within a game you must actually save the game. You may only store 1 event at a time, so if after starting a World Cup, you quit out and select the Codemaster's Cup, you will be warned that you will overwrite the saved World Cup.

If you wish to continue an event, an extra option appears at the bottom of the competition menu. This will state which type of competition is currently stored and available to rejoin. Press "A" to select.

Saving a match from within a competition

You are able to save your position within an actual game whilst participating in a competition. Save the match as in a normal game, and restore it by selecting "Rejoin", from the competition menu. You can only save 1 full match to the NVRAM, so if you have a previously saved match you will be warned that you are about to replace it. When you save a Test Series you restore it from within the Start menu, not from the Competitions menu.



World Cup

This option allows you to take part in the Premier cricket event, the World Cup. The World Cup is a series of gruelling 1 day internationals, i.e. 1 innings and 50 overs, pitting the best in the world against each other.

When you select this option you are asked to select how many players you wish to take part, as in a normal match. Then choose the teams you wish to control. There are 12 teams to select from and they are split into 2 groups. Press the "C" button to get the sub-menu.

- Next Group** - Changes to 2nd group of teams.
- Prev Group** - Changes to 1st group of teams.
- Quit** - Quits back to Main Menu
- Cancel** - Closes the menu

Press the "A" button to select the team highlighted.

Your team will play at least 5 matches, against the other teams in the group. Then, if successful, you will go onto the Quarter Finals, then onto the Semi Finals, and if you still are in winning form, onto the World Cup Finals.

Each game is played in a set order, so you may have to wait until your first match.

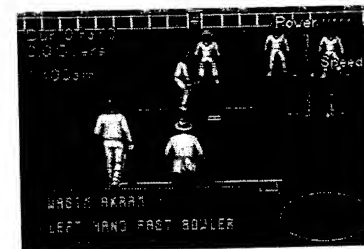
Each match is preceded by a screen, showing which teams are playing. If a human player is not involved in the match shown, the game will be played quickly and you will be shown the results.

You are able to watch a computer game. Whilst on the match screen, press the "C" button, this will bring up a sub-menu.

- Continue** - Go straight to results screen.
- Spectate** - Watch the match as in normal spectate mode.

- Quit Game** - Quit current World Cup.
- Quick Play** - Plays the game automatically but shows you the scorecard.
- Cancel** - Closes menu.

If there is a human player involved in the game shown, press "C" to bring up the game sub-menu, you cannot select **Spectate** or **Quick Play**, and selecting **Continue** will start the game.



There are 3 main screens within the World Cup.

- Results** - Shows results for teams selected. (Note: Select teams as previously shown)
- Standings** - Shows the teams in a league table.
- Fixtures** - Shows the matches still to be played.



Results Screen

This screen lets you select a team and see the results of all their matches, and details forthcoming matches. Press "C" to bring up the sub-menu.

- Standings** - Goes to Standings Screen.
- Fixture** - Goes to Fixtures Screen.
- Continue** - Continues the World Cup.
- Cancel** - Closes Menu.

Standings Screen

This screen shows you the position of the teams in the group shown, detailing the number of matches played, number of wins, draws and losses. Press "C" to bring up the sub-menu.

- Next group** - Goes to Next group.
- Prev group** - Goes to Previous group.
- Results** - Goes to Results Screen.
- Fixtures** - Goes to Fixtures Screen.
- Continue** - Continues the World Cup.
- Cancel** - Closes Menu.

Fixtures Screen

This screen shows you the schedule for all the matches. Games to be played are shown in yellow and games that have been played are in white. Use **Left** and **Right** to go to next / previous screen.

Press "C" to bring up the sub-menu.

- Standings** - Goes to Standings Screen.
- Continue** - Continues the World Cup.
- Cancel** - Closes Menu.

Codemasters Shield

The Codemasters Shield features the 6 State sides. Each team plays two four-day, two-innings matches against the others, one at home, and one away. There are ten rounds, and every team plays precisely once in each round.

6 points are awarded to the team that wins a match. No points are awarded for losing or drawing, except to the team that scored the most runs in the first innings.

When all of the matches have been played, the

two teams that have scored the most points play in the Final to decide the winner of the Codemasters Shield.

After selecting how many players you wish to participate, you will be asked to select the teams. Press "A" to select the team highlighted. Press "C" to bring up the sub-menu, where you can quit the match.

Each match is played in turn, so you may have to wait awhile before you play your match. On the screen showing which teams are playing, press "C" to bring up the sub-menu, where you can select:

- Continue** - Continues on with the game.
- Watch** - Watch the match as in normal Spectate mode.
- Autoplay** - Plays the game from the Scoreboard.
- Quit Game** - Quits out of the whole Shield.
- Cancel** - Closes menu.

If there is a human player involved in a game you cannot select **Watch** or **Autoplay**.

World Series

The World Series is a cut down version of the World Cup and is played over 2 Rounds. The first round is played as a league, with the 4 teams playing each other once. The second round takes the top 2 teams and pits them against each other in the Final.

READY TO GO?

The all important coin toss to decide who has the option of batting first now takes place. Whoever has the call selects either **Take Heads** or **Take Tails**. If you win the toss you can decide whether to bat or field first.

Let's suppose that your team is batting first. The batting line-up is displayed before the innings begins. If you're not happy with the order then you can change it. Select the player you want to move up or down the order by

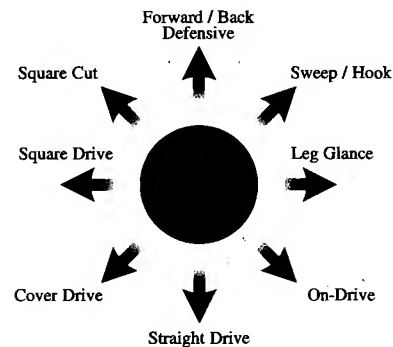
placing the grey bar over his name and pressing the "A" button. When the name begins to flash move it to the position you'd like him to bat using either **Up** or **Down** on the joypad. Press the "A" button to confirm the new position. Repeat this process until you are happy with the whole line-up. Press the "C" button when you've finished and select **Undo** if you want to go back to the original order or **Okay** to continue.

If you're bowling then the team is displayed and you're asked to choose your two opening bowlers. Move the grey bar over the person you wish to pick and press the "A" button. The first bowler you choose will bowl the first over. You will also notice that a wicket keeper will have been selected automatically.

CONTROLLING THE BATSMAN

Press **Left** or **Right** on the joypad to position the batsman. Watch the White square, this shows where the bowler intends to pitch the ball. When it turns into a small point it will stop moving and the bowler will commence his run-up. Start thinking about which stroke you intend to play. When the ball leaves the bowler's hand you have a fraction of a second to select one of the eight possible directions to determine which stroke is played. They roughly correspond to the joypad movement e.g. if you press and hold the joypad to the left whilst batting with a right-handed player, a square drive will be attempted, whereas holding the joypad to the right will produce a leg glance. Press the A button whilst still holding the direction on the joypad to actually play the stroke you have chosen. Remember, timing is crucial, particularly at the World

Class skill level. The full repertoire of strokes is as follows:



These joypad directions are for a right-handed batsman.

For a left-hander the controls are mirrored.

The batsman will play the best stroke that he can in the circumstances. If you choose a difficult or inappropriate stroke, or if your

timing is incorrect, he might mishit the ball or miss altogether. The margin of error depends on the skill setting you have chosen and the batsman's average. If you succeed in hitting the ball and want to run press the "A" button. The batsmen will start running to the opposite end of the square. To take a second or third run press the "A" button again just as they pass the crease. If you change your mind mid-run, press the "A" button and they'll turn around and go back unless they have passed each other in which case it's safer for them to keep going. If the ball crosses the boundary the umpire will signal a four or a six and the batsmen will automatically return to their original positions. A six is awarded when the ball crosses the boundary without bouncing.

THE SIX-HIT BUTTON!

There will be times when you need to take chances, to score runs in a hurry. Choose your

shot in the same way but instead of pressing the "A" button press the "B" button. The batsman will play a much more aggressive shot and may score a four or a six. On the other hand, there's a higher chance that he will be caught. Keep the "B" button, the 'Six-Hit' button, in reserve for those occasions when you don't have any choice but to hit out.

CONTROLLING THE BOWLER

There are three types of bowler, fast, swing and spin. Swing and spin bowlers can alter the direction of the ball after it has left their hand. Before you can start your run-up you must decide where you want to pitch the ball. You only have 5 seconds to move the white square, indicating where the ball will bounce, using the joypad. When time is about to run out the square will flash. Press the "A" button when you're happy with the position. The square

will turn into a white point. If you're bowling with a swing or spin bowler, select the direction you wish the ball to take by pressing either **Left** or **Right** on the joypad and then the "A" button to confirm your choice. The desired direction will be indicated by the icon shown in the top right-hand corner of the screen.

Now select either the amount of swing, spin or power required by stopping the moving cursor using the "A" button. At this point the bowler will begin his run. Increase the speed at which the bowler approaches by repeatedly pressing the "A" button.

Hint : When controlling your bowler, don't always aim to bowl at the maximum speed. Occasionally, you might catch the batsman out with a slower ball.

FIELDING

If the computer is controlling the fielding then you have nothing to worry about. To field

manually proceed as follows. After the ball has been hit the display will change to the overhead fielding view.

You will see the fielder under your control, indicated by a star next to his feet, with an arrow pointing in the direction you should run to field the ball. If you're quick enough you'll get to the area, depicted as a large white circle, where the ball will finish early enough to perform a catch. Simply stand in the centre of the circle to catch the ball.

Otherwise the fielder will automatically pick it up. You can now decide which end of the square to throw the ball back to. Look at the display at the right-hand side of the screen to see what the batters are doing.

Press either the "A" or "B" button to throw the ball. Pressing the "C" button will change which fielder you control.

Note : Fielders can drop the ball.

IN BETWEEN OVERS

At the end of the over various options are presented. To continue simply select **Okay** and press the "A" button.

Batting Order Allows you to change the batting order.

Change Bowler Any player, except the wicket keeper and the player who has just bowled, can be chosen to bowl the next over. Move the grey bar over the name of the player you wish to become the bowler and press the "A" button. When you are happy with your selection press the "C" button and select **Okay**, otherwise choose **Undo** to cancel any changes.

Declare Allows the batting side to 'declare' i.e. end the innings prematurely. This decision is normally taken for tactical reasons or because time is running out.

Score-card Displays the score-card for the current innings. You can also view the batting

and bowling statistics and the player averages.

Match You can save your game so that you may resume it at a later date, even if the power is turned off. From this menu the match can also be abandoned. If you've selected the match option by mistake choose **abandon** and then **cancel**.

OPTIONS AVAILABLE DURING A MATCH

If you press the "C" button during an over a menu of options is displayed. Some of these are the same options that you are offered at the end of an over.

The new options are:

Fielders Allows you to change the field settings or to make the bowler bowl on the other side of the wicket. You can change the field at any time during a match. There are 8 different settings to choose from for each type of bowler i.e. fast, swing, leg-spin, and off-spin. They range from an attacking field to a very defensive one.

Auto Play.

Auto play lets the computer control the game in 2 ways.

Auto Play Quick

- Plays the game from the Scoreboard, with the action hidden from you. The scoreboard is updated at the end of each over. Any relevant match incidents are reported to you via a pop-up menu.

Auto Play Watch

- Plays the game as if you were in Spectate mode.

Resume Control - Returns the game to human control, (Note: Game must have been started with a human player)

Camera View You can adjust the camera angle which the game is played at by pressing either the "A" or "B" button.

Press the C button when happy with the view.

Options This allows you to change some of the features selected in the Match Settings at the beginning of the game. Additionally, you can decide to alter how the fielding is controlled specifically for your team i.e. automatically or manually.

PRACTISE

When you select this option you are presented with a screen, asking you to select whether you wish to practise your Batting, Bowling or have a 2 Player Practise.



Practise Batting

You control the batsman whilst the computer controls the bowler.

Practise Bowling

You control the Bowler, whilst the computer controls the batter.

2 Player Practise

This allows you to practise with a friend and without the worries of a match. Press **Start** on either joystick, to select who will be the batter, and the other player becomes the bowler.

Altering Practise setup

Whilst the bowling cursor is still a square, pressing the "C" button will bring up the setup menu. Within the setup menu you can alter the settings for the practise session.

Batting Prac - Lets you practise Batting, if you are not already.

Batting Opts - Lets you change the options for the batter.

- Pitch** - Lets you select the type of pitch to practise on.
- Bowling Prac** - Lets you practise Bowling, if you are not already.
- Bowling Opts** - Lets you change the options for the bowler
- Weather** - Lets you select the type of weather you wish to practise with.

Batting Opts

Allows you to change the Batter's options.

- Style of batter:** Aggressive, Moderate or Defensive.
- Hand:** Left handed or Right Handed.
- Mode:** Turns batter off, so it's just you and the wicket.
(**Note:** Only available if you are in Bowling Practise, not 2 Player (ply) Practise)

Bowling Opts

Allows you to change the Bowler's options.

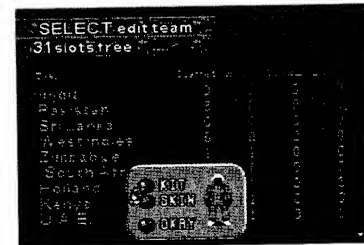
- Style of Bowler:** Fast bowler, Leg / Off Spinner, Swing bowler
- Hand:** Left Handed or Right Handed.
- Side:** Bowl around the wicket or over it.
- Delivery:** Gives you more control over the bowling.
Normal: Computer controlled (Default)
Repeat Last: Repeats the last ball bowled.
Setup and Repeat: Lets you take over the bowler, so you can setup your own bowl, then

repeats that bowl, until you change it back to Normal.
(**Note:** Only available if you are in Batting Practise, not 2 Player (ply) Practise)

EDIT TEAMS

This allows you to edit an existing team, or create a team of your own.

When first selected you are shown the National Teams, along with their statistics.



Note: This table shows how the different pitches affect the ball.

Pitch	Spinner	Swing	Fast	Speed	Bounce
Hard	Average, increasing over period of days	Negligible	Faster with more bounce	Fast	High
Dusty	Lots of Fast Spin	Negligible	Faster with more bounce	Fast	High
Hard / Green	Not much Spin	Slight left and right movement after bounce	Slight left and right movement after bounce	Normal	Normal
Green	Average	More left and right movement after bounce	More left and right movement after bounce	Normal	Normal
Damp	Lots of Slow Spin	Negligible	Slower and lower bounce	Slow	Low

Pressing the "C" button will present the menu, from this you can select:

National - National Teams (Default).

State - State Teams.
Create Team - Allows you create your own team to play with the currently selected teams.

Note: This table shows how the different weather conditions affect the ball.

Weather	Temperature	Effect on Ball
Sunny	Hot	None
Sunny	Hot and Humid	Swings More
Cloudy	Humid	Swings More
Cloudy	Warm	Swings a bit More
Overcast	Warm	Swings More
Overcast	Mild	None
Grey Clouds	Humid	Swings a bit More
Grey Clouds	Mild	None

Clr Stats - Clears the statistics for the teams shown.

Finished - Exits the Edit Teams option.

Cancel - Closes the menu.

To start editing, simply Press the "A" button when you have highlighted the team you wish to edit. You are presented with a menu:

Edit Team - Select the team player editor

Rename Team - Lets you rename the team

Delete Team - Lets you delete the team option.
 (Note: Only teams you have created)

Team Colours - Lets you change the team's kit colours, and also the skin tone.

Edit Team

This allows you to edit the individual players in the team. You can change all of their attributes.

Press the "A" button to select the player highlighted. This will bring up a sub-menu giving you the options to:

- Edit Plyr** - Lets you edit the individual player.
- Keeper** - Lets you make the player a wicket keeper.
- Delete Plyr** - Deletes selected player.
- New Plyr** - Creates a new player.
- Old Plyr** - Lets you bring back players you have deleted.
(Note: Only brings back original players, not players created by yourself.)

(Quick Tip: Once you have highlighted the player you wish to edit, just Press **Right** on the direction pad, and it will go straight to **Edit Player**)

Press "C" to bring up the main menu, where you can select:

- Finished** - Saves the changes made to the team.
- Cancel** - Closes the menu.

Edit Player

Batting Stats

- Style** - Aggressive, Moderate, Defensive
- Hand** - Left Handed, Right Handed
- Av.** - Lets you adjust their batting average,
Press the "A" button to select the option then **up** and **down** direction to make the changes, then Press "A" again to store the changes.

Bowling Stats

- Style** - Fast Bowler, Leg Spinner, Off Spinner, Swing Bowler
- Hand** - Left Handed, Right Handed
- Av.** - Lets you adjust their bowling average, Press the "A" button to select the option then **up** and **down** direction to make the changes, then Press "A" again to store the changes.
- Name** - Lets you change the player's name, Press the "A" button to select the option, then use the **up** and **down** to change the letters, and left and right to go back and forward through the name. (Max: 12 characters)

To save the changes to a player, just press **Left** on the joystick.

Team Colours

This allows you to change the team's kit colour and also the tone of the player's skin. Press the "A" button to toggle through the options available. Then select **Okay** to save the changes.

Create Team

This allows you to create a team of your own. The team is created at the bottom of the current teams displayed, so if you are in the National teams, you are creating a National team, and if you are in State teams you are creating a State team. The team is given a default name, but you are then given the opportunity to edit this straight away.

To change the name, use the **up** and **down** directions to change the letters, and the **left** and **right** directions to go back and forth through the letters. (Max: 12 characters). Press "A" to save the changes. You are then taken straight to Edit Player.

Performance

This option allows you to keep a track of a player's performance. You can track either their batting or bowling, but not both. You can follow the performance of up to 16 players, in both State and National teams

When first selected you are shown the National Teams, along with their match statistics.

Pressing the "C" button will present the menu, from this you can select:

- National** - National Teams (Default).
- State** - State Teams.
- Finished** - Exits the Edit Teams option.
- Cancel** - Closes the menu.

Press the "A" button when you have highlighted the team which contains the player you wish to follow. You are then shown the team list. Highlight the player you wish to track and press the "A" button.

You are then presented with a sub-menu:

- Track batting Stats** - Tracks the player's batting.
- Track bowling Stats** - Tracks the player's bowling.
- Clear Stats** - Clears any stats shown. (Note: Only available if player is already being tracked)
- Delete Stats** - Stops tracking the player. (Note: Only available if player is already being tracked)

If you have selected a player who is already being tracked, the right-hand side of the screen will show the details of the player's performance. This is different depending on whether you are following batting or bowling. Statistics are only created when the player being tracked actually plays a match, either with a human player, via **Spectate** or **Autoplay**.

Batting

- Matches** - Number of Matches played.
- Innings** - Number of Innings batted.
- Not Outs** - Number of Games where player has finished not out.
- Highest** - Highest number of Runs scored in a match.
- Runs** - Total number of Runs scored.
- Av.** - Average number of Runs per complete innings.*
*(Note: Does not include Not Outs)
- 100's** - Number of Centuries scored.
- 50's** - Number of Half-Centuries scored.

Bowling

- Matches** - Number of Matches played.
- Overs** - Number of Overs bowled.
- Mdns** - Number of Maiden overs bowled.
- Runs** - Number of Runs scored against bowler.
- Wickets** - Number of Wickets taken.
- Av.** - Average number of Runs / Wickets per game.
- Best** - Best game, in terms of Runs / Wickets.

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